

one or more objects, said container adapted to selectively work with first and second objects having different identifiers; and

A²
B
a layer class adapted to selectively utilize the identifier of either said first or second object, said layer class including a first function that obtains globally unique identifiers from the system database and a second function that sets globally unique identifiers in the layer class.

Please cancel claims 10 and 11.

Remarks:

Claim 9 has been amended to include the subject matter of claim 11, which was indicated to be allowable.

Claims 1-6, 8, 12-13 and 15-17 were rejected under § 102(e) as being anticipated by Christensen '230. Christensen really has nothing to do with versioning. Versioning is the process of using one object in place of another, either permanently or selectively. Versioning may be useful when bug fixes or updates become available. By providing the updated object which can be used in place of the original object, updates may be implemented economically.

The problem that arises is set forth in the Denning book which is cited in the background and was made of record in the last office action. Denning, writing for Microsoft Press, points out that in order to obtain binary compatibility, all the identifiers between the new object and the old object must be identical. The present application demonstrates that that need not be the case. For example claim 1 calls for creating a first object associated with a first client and inserting a second object having a second identifier, the second object associated with the first client. Since the first and second identifiers